

# LIFE OF MONTY

#12A

SEPTEMBER 12, 1981

Issue 12A? 13 is unlucky for a zine number. Football season is here at last! For anyone who cares, here's the schedule for

## UNIVERSITY OF CALIFORNIA, BERKELEY

9/5	Texas A&M
9/12	at Georgia
9/19	at Arizona
9/26	San Jose State
10/3	— NO GAME —
10/10	Washington
10/17	at Arizona State
10/24	at UCLA
10/31	Oregon State
11/7	USC
11/14	Washington State *
11/21	at Stanford
* at Spokane	

You have \$\_\_\_\_\_ of your sub left, unless you  
trade \_\_\_\_\_, this is a SAMPLE,  
a COMPLIMENTARY, or perhaps \_\_\_\_\_.  
GAMES ENCLOSED: BOLE KN SON EMA  
3R — see 81CP on page  
— see page(s)

Let's get right to the facts.....this is LIFE OF MONTY, a 'zine dedicated to, among other things, \$268.50, which is what it costs per 12-week quarter at Berkeley, at least for the moment, and that excludes dormitory (cost approximation: \$830 per 12-week quarter). That means it's \$1300 out of MY pocket, plus \$2000 scholarship. Anyway, LOM has game openings in such things as DIPLOMACY (by Allan Calhmer, published by Avalon Hill), SPIES (by John Prados (who did THIRD REICH) and Lenny Glynn), UNIVERSE (by John Butterfield; both SPIES and UNIVERSE are SPI products), SOURCE OF THE NILE (originally from Discovery Games, at least I think so, and now by Avalon Hill), and probably some other things I can come up with.

Subscriptions have taken a slight turn for the better, but the famous long-standing LOM tradition of no game fees has come to an abrupt end. This affects those currently in games, as well. Insofar as the latest postal raise will almost certainly cause first class postal delivery to rise to 20¢ for the first ounce, and then even higher (save your 18¢ stamps; that's going to be the postcard rate soon), and I don't want to take "unfair profits" by raising the price to 50¢ per issue, I'm following in the footsteps of VOLKERWANDERUNG and ENVOY and a few others by charging subs on a "per page" basis. In other words, what it costs me to copy off all of the stuff you receive (both the 'zine and any games you get) is exactly what it costs you. In the past, it cost me 6.3¢ to print a 'zine sheet (i.e. 4 small pages); since there were 3 sheets per 'zine, that was 18.9¢, plus 18¢ postage, or about 37¢. Each page of a game cost me 3.5¢, since I did those at a self-service place. Thus, anyone in 3 games (or EMPIRES plus one other game) cost 37¢ plus 10.5¢, or 47.5¢. If I remember correctly, I put out, on the average, 60 'zines plus 47 extra pages, or an average of slightly less than 40¢ per issue per person. That's all of THREE WHOLE DOLLARS PROFIT per month! BUT, I'm going to be a nice guy, and pass the savings on to you. PLUS, I MIGHT be able to lay my hands on some FREE (albeit lower quality) xeroxing this month, like last month (that's how I put out 24 pages), so that's only 18¢ per person.

But now it's time for the return of an old favorite...the LOM NEWS....

Dateline: RIGHT HERE IN GREENBRAE, CA.....It's a sad day for PBing when the one and only JOHN BOARDMAN, father of DIPLOMACY-by-mail, NMRd in the game of EMPIRES OF THE MIDDLE AGES run in LOM. Rumor has it that the NMR had something to do with John's latest trip to California, although underground sources place it as a protest against my EMPIRES houserule change. The next deadline is August 8 (this is being typed up on July 21); will he make it?

Dateline: WASHINGTON, DC.....As a result of the deaths of JOHN LENNON and ELVIS PRESLEY in the past few years, ALEXANDER HAIG has just announced that he is now taking charge of Rock and Roll. Said Haig: "Who in the name of the Warsaw Pact is this Boss character?"

Dateline: SAN FRANCISCO BAY AREA.....Well, the Mediterranean Fruit Fly (Medfly) is being attacked with aerial doses of the infamous Malathion. Many states have imposed quarantines on California fruit in an attempt to keep the Medfly out. In retaliation (no, not in Dick Martin's 'zine, which I think I'll call BASTION AGAINST MEDIOCRITY IN THE SOUTH), I have decided that any orders sent in from outside of California must be accompanied by a notice certifying that said orders have been checked against having been exposed to a television news broadcast describing the Medfly. Otherwise, I'll have to burn the orders without reading them, in order to keep California safe. The quarantine area has already reached Berkeley....will Marin be next? (There aren't that many fruit trees....we need the planting space for cocaine, you know) How about the adjacent Sonoma vineyards? I hope you like imported.....

Dateline: BACK HERE AGAIN.....I'm going back to Berkeley in late September, but I'm probably going to have all of my mail sent to Greenbrae, since I come back every weekend anyway. I hope I'll be able to keep the deadlines a month apart, but I'll probably have to set either a 4-week or 5-week publishing schedule, since otherwise I wouldn't be able to tell whose orders were late (although I have been known in the past to occasionally allow late orders under extremely unusual circumstances). Chances are that they'll be 4-week deadlines, which puts some burden on the THIRD REICH and EMPIRES OF THE MIDDLE AGES players, since both of these require more detailed planning than the other games, but 5 weeks seems a bit long; I feel ENVOY doesn't arrive as often as it should since Roy (Henricks) switched to 5-week deadlines. The advantage of subbing and trading to a lot of 'zines is that I never have to wait very long before the next one comes along, but for those who only get one or two, it's too long of a wait. (Remember, from September 1979 until May 1980, the only 'zine I received was ENVOY, so I'm an expert on situations like this.) ANYWAY, soon I'll implement the change, and you subbers will be warned accordingly.

That ends the news.....and after Benny, Thames presents:

GAME

OPENINGS

Well, there haven't been many takers lately. Actually, there haven't been ANY takers lately, and with my new "sub fees" (see page 2), I may not get very many more.

TEXTBOOK DIPLOMACY.....7 players. Standard Diplomacy, but you must be a member of the student body, staff, administration, etc. of some school - college/university, high school, professional school, if it's a SCHOOL (the only exception being the College of Hard Knocks), then you're in. Only ONE person per school allowed.

SECOND CHANCE DIPLOMACY.....7 players. Variant Diplomacy: each Spring and Fall, each country sends in 10 sets of orders for its units. The first sets of all countries are compared as if they were the only orders; any orders that fail are rejected by the failing unit's second order - and this combination of successive first orders and introduced second orders make up the final orders and are finally adjudicated.

By the way, I have 4 for TEXTBOOK DIP and 6 for ~~SECOND CHANCE~~

SOURCE OF THE NILE.....Still going on. Don't worry that the others have an advantage by going before you did - there have been a few deaths, so don't think you're out of it. Game II is used. If you should end up in some Zulu pot, don't worry - you get as many replacements as you need FREE.

MIDWAY / CORAL SEA.....2 players at a time. Choose Midway, Coral Sea, Eastern Solomons, Santa Cruz, Guadalcanal, or Australia (the latter appears only in the GAMER'S GUIDE). PBM system which appeared in Volume 13, Number 6 of THE GENERAL (no longer available from AH) will be used.

KILLER-DILLER.....Unlimited. This game combines parts of SPIES!, Steve Jackson's KILLER, and EN GARDE! Move your killer force throughout the U.S. in search of your enemies - one at a time. Of course, the hunted can - and does - become the hunter....

SPIES....Larry Reagan and Dick Hanson have decided to sign up....only 3 more needed. Standard rules will be used, despite what it said last time. SPIES house rules appear in this issue.

NOTE: SECOND CHANCE won't start yet because Dave Carter (Canada) is one of the players....

Before I get to the letters (letter?), I'd like to congratulate this year's DipCon winner and New Champ, RON BROWN. (the one in Calif.). Once I saw him play, I knew he was headed for a good showing (for those of you who didn't hear, I was in Ron's first game at DipCon 81, falling to his Russian steamroller (with French help) as Germany - but as long as I was hit, at least it was by the Champ and not some two-bit FTF player). By the way, Ron publishes MURD'RING MINISTERS. I'd go into some detail, but the only copy I've ever seen was the "Joy of Jane" fake issue, so you can write to him yourself at 1528 El Sereno Pl., Bakersfield, CA 93304. And now, on to the latter....

Here's a letter from Jeff Noto, currently at Box 13988, University Station, Gainesville, FL 32604, but see his upcoming COA in the letter. I hope I'm typing this correctly; this reminds me of Curtis Gibson's letters.

Issue #12 was probably the best effort you've put forth in a long while. I'm ((glad?)) SLAS has been suspended ((because of the Canadian strike)), this zeen (or xyn) takes at least 6-10 days to get here. That's a little tough on negotiations for a beginner like me.

Anyway, I wish to inform you of a little surprise. I received with LOM #12 a tiny insect. Wouldn't happen to be a Mediterranean Fruit Fly, per chance? Even if it isn't, too bad, BRUX is about to receive a letter stating your intent to foil the Florida embargo of California fruit. I can't resist the chance for some fame. Perhaps Tom Swider will make me an ESM member.

Actually, I do wish to see my name in print. Hope you don't get too offended. Feel free to respond to my baby (after you read it in VD of course). It could make for quite an affair..

I will close with my COA (beginning August 16): 1001 S.W. 16th AVENUE, APT. #22, GAINESVILLE, FL 32601. Oh yeah. the Martin-Byrne challenge game is great.

((Did you know that it took 2 days for this letter to get to me from Florida, while it took 4 days for an issue of BLACK FROG 4 days to get from Southern California to here, not including the extra day it took to forward it from Berkeley. Did I say 4 days twice? I'm still in shock. By the way, it's " 'zine " around here.

#12 was the first time I could afford 24 pages, much less put that many out. At least somebody writes LETTERS.....))

AND NOW THE QUESTION WHICH IS BURNING ON EVERYBODY'S LIPS: Is Princess Diana a virgin?? I can just see the ENQUIRER now: NEW PRINCESS WAS SLEPT WITH BEFORE MARRIAGE - New Doctor Claims To Have "Restored Her Virginity" To Cover Scandal..... (No, I didn't just say that Princess Di is NOT a virgin.)

Which reminds me of the time when Prince Charles was taking a leisurely drive through the British countryside. Seems that, while his driver signalled to turn left, some French character decided to step in front of the car, owing to some Anglo-French repulsiveness. The driver slams on the brakes, but the Frenchman is hit. What did the newspapers have to say the next day? "PRINCE TURNS INTO FROG", maybe. (By the way, now I can tell you that the story isn't true. I can't believe I had the nerve to tell that joke, either.)

\*\*\*\*\* AND NOW FOR THE FIGHT OF THE CENTURY \*\*\*\*\*

LADIES AND GENTLEMEN, and Jeapo, the main event of this evening's card, presented by Sports Illustrated Productions in association with Avalon Hill....15 rounds of boxing, for the undisputed welterweight championship of the world!  
IN THE RED CORNER, weighing in at 146 1/4 pounds (this is supposed to be the 147-pound weight class), the current welterweight champion of the

World Boxing Association, THOMAS HEARNS!

AND IN THE BLUE CORNER, weighing in at 146½ pounds, the current welter-weight champion of the World Boxing Council, "SUGAR" RAY LEONARD!

The two fighters are up for this one, Sugar Ray after his light-middleweight win, and Tommy ever since this fight made the headlines... I think Leonard will take it on experience, though. Here's the bell for...

ROUND 1....Hearns moves in on Leonard to open the fight, but Sugar Ray backs off. Hearns connects with a left cross, then the two exchange swings after a clinch. Hearns scores with another left cross, but Leonard counters with a right-left pair. Hearns clinches again, then hits with a left uppercut. Leonard gets Hearns in a clinch, after which Tommy scores with two left hooks, and Leonard backs off at the bell.

ROUND 2....The two exchange jabs, Hearns with a right and Leonard a left. Leonard backs off to avoid a Hearns left and then comes in with a pair of his own, followed by a right-left. Hearns comes back with a right cross, but Leonard answers with a right jab followed by a right hook. Hearns catches Leonard with a left at the bell.

ROUND 3....Leonard starts with a quick right, and Hearns takes a few swings before scoring with a right hook, similarly answered by Leonard. Both fighters have trouble connecting, but Hearns hits with a right jab and Leonard finishes with a pair of lefts.

ROUND 4....Hearns took complete control of the round, but had a little trouble landing his first punch, a right jab, followed by a right uppercut. Both fighters exchanged lefts, then Hearns came in with a solid left-right-right near the end. Leonard managed to connect with a right-left at the end.

ROUND 5....The two clinch, then Leonard hits with a left jab. Hearns comes back with a left hook, but takes a right-left before dishing out a pair of rights. Leonard immediately scored with a right-left pair, then avoided a pair of Hearns swings and struck with a right-left, forcing Hearns into a corner at the end.

ROUND 6....Hearns tends to clinch at the beginning, with Leonard doing all of the punching: a right hook, then a left hook, a right cross, a left jab, a left hook, a right jab, and a left jab. Hearns couldn't seem to make Leonard stand still long enough to swing.

ROUND 7....Hearns came out bleeding at the mouth, but hit with a left-right before taking Leonard's right jab and left hook, followed by a left to the nose. The referee warned Leonard for holding, and Leonard took his time before delivering a right-left. Hearns came in just before the bell with a pair of rights.

Round 8 was rather uneventful. Leonard couldn't keep his guard up after that round, and received another holding warning in round 9. Hearns had another cut opened in round 10, this time over the right eye. Leonard held back until late in the 11th, when he knocked Hearns down with a left uppercut. Hearns managed to score a knockdown of his own early in the 13th, and the fight went down to the wire....

ROUND 15....Leonard led with a left jab, but Hearns took control with a series of hits and moves which confused Leonard. Hearns took the fight to a neutral corner, then to Leonard's, and finished off with a pair of lefts.

THE DECISION.....Judge (fill in your own name) scores it (oh, I almost forgot, LADIES AND GENTLEMEN, WE HAVE A SPLIT DECISION!) 145 to 138, Hearns....Judge (somebody else) scores it 142 to 142....Judge (last but not least) scores it 141 to 141....Ladies and gentlemen, under the regulations of boxing, since neither boxer received a majority of the decisions, the result is a DRAW!" (By the way, the fight was based on a TITLE BOUT fight between Leonard and Hearns.)

HOUSE RULES FOR POSTAL PLAY OF SPI'S SPIES (by Prados and Glynn - the game, that is, and not the house rules)

1. The standard game rules will be used except when changed or replaced within the house rules.
2. The distribution of countries is done in one of two ways: (1) the GM assigns the countries at random; (2) each player sends the GM a preference list, listing each country in the order he/she wishes to play it, with the first name denoting the country wishing to be played the most, down to the last name denoting the country wishing to be played the least. The players who list a country as a first choice which is not also listed as a first choice by another player receives that country. Should more than one player list the same country first, the player receiving the country is chosen at random from those players listing the country first. Those players who do not receive their first choice, if any, repeat the process with the second choices, and so on until all five players have countries. If a player lists a country which has already been given out, that player does not receive a country in that round.
3. Once each player receives the country assignments, the players send in their secret, police, and spy setups at the same time. The GM then sends back the locations of all secrets, police, and spies (although the strengths and secrets are not listed, being secret), as well as their action chits. (Random event tiles are given individually with the country assignments.) Note that only the receiving player knows exactly what random tiles and action chits he/she has.
4. Because of the nature of SPIES!, each turn consists of two mailings. In the first mailing, each player plays which event tile is to be played/discarded, how the police are to be re-arranged, and which spies are to be searched by police. If a player has a Papers or Escape chit and wishes to play it should a specific spy be searched for by an enemy police unit, this is stated in the first mailing as well, along with the conditions for use of a chit or chits. (EXAMPLES: "Play a Papers chit if Willy is searched for, or if Willy is not searched for but a spy guarding a secret is.") Event tiles are considered simultaneously played.
5. After the results of the first mailing are published, the second mailing is done. The second mailing consists of moving your spies, playing action chits (to discover secrets and/or sanction spies, as well as escape sanction and cover), and cashing in secrets. Spy movement is simultaneous. Each move is divided into its five separate moves (i.e. each of the spaces that a spy enters); if a spy makes less than five moves, the remaining moves are considered after the actual moves (i.e. if a spy moves from Madrid to Tangiers to Algiers to Tunis, consider it as Madrid-Tangiers-Algiers-Tunis-Tunis-Tunis). Playing of action chits should be via conditional orders (EXAMPLES: "Cousin discovers Bucharest secret if it is there"; "Vanya sanctions the first English spy met"). When a spy reaches the capital with a secret, it is automatically cashed immediately unless the GM receives instructions stating otherwise. If two or more spies wish to discover a specific secret, whoever gets there first has first chance (same goes for sanctioning); should they arrive at the same time, priority goes to whoever would have went first in an FTF game (i.e. in this order: Germany, Italy, Russia, France, Britain). All comparisons are considered secret, and only the players involved are notified of the result.

6. Whenever an enemy spy enters a city occupied by one of your police units, searching is automatic unless the GM has orders not to search.
7. Diplomacy may be made through the mail. However, any deals made must be sent to the GM in writing and signed by all parties concerned. (By "in writing", this includes a typed form.) Any deals made in this fashion MUST be honored; any other deals do not have to be honored.
8. Press is both allowed and encouraged; after all, what country doesn't like to slip in a little propoganda? All press datelines must be cities in the territory of the player who wrote the press. Should the dateline not conform to this rule, the press won't be published. ("In the territory" consists of an area of the country's color; thus, Malta can be used as a British dateline, for example.)
9. After the results of the second mailing are figured out, they are mailed to the players. This ends the turn. After the 1939 turn, original secrets are cashed in (if applicable) and a winner determined.
10. Players may concede a victory to any player by unanimously voting for a concession. Draws, however, may not be proposed. Should two or more players have both the highest number of victory points and an equal number of pounds, the country which started with the smallest number of pounds wins. (There won't be any draws around here....)
11. In case of an NMR during a "first mailing" of a turn, the GM will discard an event tile at random, the country's police will remain where they are, and each police unit that is in the same city as an enemy spy will search (the GM will choose one at random should more than one spy be in the same city). Papers and Escape chits won't be played by the GM, so any spy captured stays that way. Should there be an NMR during the second mailing, all of that country's spies will remain in place, no action chits will be played, no secrets cashed in, and police will search "incoming spies" whenever possible. Standby players will be called for should the GM feel they are needed.
12. Please ignore rule 12; it doesn't make sense.
13. When writing orders, try to use the full names of the areas involved. Don't use abbreviations except when it wouldn't be ambiguous and it's too cumbersome to use the full name (e.g. West Med for Western Mediterranean). Keep in mind that Constantinople doesn't exist; it's called Istanbul. Constanta is something completely different.
14. Until further notice, Rome is a port.
15. Yes, you can have more than 199,000 pounds.
16. No, you can't have less than zero pounds.
17. Dneipropetrovsk?? You can abbreviate that....
18. The GM is always right.
19. Anybody who believes rule 18 is mentally unbalanced enough to skip games like this and play Diplomacy.
20. Complaints will be listened to. Complaints on the house rules, please note, must include the final victory point total of every country of every game played at the 1981 National Championship in San Mateo, plus their final bank amounts, event cards remaining, and the locations of each of the police units after every turn.
21. Marin County jokes will NOT be tolerated, although UC-Berkeley football jokes are OK.

It's time for the FOOTBALL GAME OF THE MONTH, which in reality is this month's BIG CONTEST worth 2 FREE ISSUES. (Actually, it's now worth \$1 of LOM.). Let's get right to the action....

FIRST QUARTER: Neither team could immediately get anywhere near scoring position, until Michigan (by the way, this is 1947 MICHIGAN against 1972 USC) returned a punt from their own 20 to the USC 1. From there, it was a quick 7. 1:10 later, USC tied things up on a 27-yard down-and-out pattern. After one quarter: 7-7.

SECOND QUARTER: Michigan scored with 9:10 left on a 17-ward reverse, but too many fumbles plagued the Wolverines, as USC picked up 21 points, including a pair of 27-yard throws, one right after a 69-yard kickoff return. At halftime: USC 21, Michigan 7.

THIRD QUARTER: Forty seconds into the second half, USC increased its lead to 28-7 after Michigan expected a pass on an option play. Nine minutes later, Michigan scored on a 10-yard around-end play. (Why aren't there any names??) After three: USC 35, Michigan 21. (Why isn't Michigan kicking FGs? They can't make any from beyond the USC 3-yard line....)

FOURTH QUARTER: Michigan did their own forty-second-into-the-quarter scoring on another of their famous runs, this time from seven yards out. Trouble was, the Trojans (USC) took the kickoff back 86 yards for seven of their own. (By the way, nobody missed an extra point all day.) USC tried to hold on to the ball, but gave up two interceptions, both of which turned into Michigan touchdowns. With 1:10 left, USC had the ball on their own 19. It's tied at 42. (No, Michigan did NOT go for the 2-point conversion at 42-41.) Slowly, USC moves the ball up. A quick pass brings the ball up to the Michigan 19....time out called with :03 left....it's a 36-yard attempt for the win....it's up....it's....it's....it's wide to the left....there's the gun! Here's the result:

MICHIGAN	7	7	7	21	-	42
USC	7	21	7	7	-	42

Let's see if anybody won the contest.....let me put it this way: out of the two entries, neither one came close. Therefore, another dollar is added to the pot, and if anyone wins this time, it'll be worth \$2 credit toward ANY 'zine (professional magazines not included). This month's contest has been cancelled so that I can build up the pot for the upcoming KILLER DILLER game, rules of which should be in the next issue of LOM. In the meantime....

\*\*\*\*\* AN OFFICIAL LIFE OF MONTY APOLOGY \*\*\*\*\*

Here at LOM, I know when I'm wrong, and I'm not the type to hide mistakes like this. This, the first official apology, hereby goes to

BRUCE LINSEY

(yes, you're reading that correctly) insofar as I accused him of doing the famous LOM fake #9, only to have Keith Sherwood (the guy I accused first) confess. I'll never understand how he got a hold of issue #1. Keith also named the person(s) responsible for the RINKY PINK VOICE OF DOOM, but since the involved person(s) didn't tell me (Keith Sherwood told me who did it - but remember, this is the guy who originally lied about not doing the LOM fake), I won't print the name(s).

Remember, openings are available for KILLER DILLER, complete with a nice big 'ZINE CREDIT BONUS available to ANY 'ZINE (professional magazines excluded) - possibly (most likely, in fact) \$10 CREDIT!! And all for, at most, 4¢ a month extra. Get into things - you may even get even with a few of your enemies along the way....



STARS & ANCHORS CHALLENGE.....FALL 1901: TURKEY GOBBLES UP RUMANIA

AUSTRIA (Martin): A SER S TURKISH A Arm-Rum, A TRI-Ven, F Alb-GRE

ENGLAND (Hanson): F Nwg-NWY, A EDI-Bel, F NTH C A Edi-Bel

FRANCE (Michalski): A Bur-RUH, A Mar-SPA, F Mid-POR

GERMANY (Arnawoodian): F HOL-Bel, A Kie-DEN, A Mun-BUR

ITALY (Grabar): NMR! Get with it, Grabar! Has A VEN, A APU, F ION

RUSSIA (Byrne): F Fin-SWE, A MOS-Sev, F SEV-Rum, A UKR S F Sev-Rum

TURKEY (Lew): A Arm-RUM, F BLA C A Arm-Rum, A BUL S A Arm-Rum

That NMR hurt Italy.....SUPPLY CENTER STANDINGS:

AUSTRIA: Tri, Vie, Bud, SER, GRE.....5, build 2

ENGLAND: Lvp, Lon, Edi, NWY.....4, build 1

FRANCE: Bre, Par, Mar, SPA, POR.....5, build 2

GERMANY: Kie, Ber, Mun, DEN, HOL.....5, build 2

ITALY: Ven, Rom, Nap.....3, even

RUSSIA: Stp, Mos, War, Sev, SWE.....5, build 1

TURKEY: Ank, Smy, Con, BUL, RUM.....5, build 2

About SEPARATION OF SEASONS....I know there are some of you who want this game to go along at a decent pace, so here's what I'm going to do: all of you should send in Spring 1902 orders with your builds. If you REALLY, ABSOLUTELY, HONESTLY need a separation of seasons, I'll grant one - but why not use conditional Spring 1902 orders instead?

WINTER 1901 and SPRING 1902 (maybe) orders are due by SEPTEMBER 3, 1981. Now, for your dining and dancing pleasure, the PRESS.....

LUSCIOUS-CRUD: Thanks, I knew you couldn't be as dumb as Nanook is telling everyone!

BLOODSUCKER-GRUESOME: You're right we do need to carve up our Thanksgiving Turkey now - take anything you can reach.

BYRNEY-WOODY: I bet I had more fun in Rm 303 with Gary than you had in Suite 100 with Brucie!

RUS-TURKEY: Since I can't read what you send me, I have no idea what you're up to - except from your puppet press. However, I don't think Ita & Aust are aware that you're allied with them. They tell a totally different story!

GM-RUS: You actually used "You're" for "You are" instead of "Your"? ANOTHER MIRACLE!!

ANK-SEV: Maybe I should have taken you up on that bet. Hyork Hyork Hyork.

NANOOK-GM: Ah, so she did stab Scott. Goody, now I have an ally in this game.

GM-NANOOK: It was a paranoid stab, if you ask me. I wouldn't have minded a 2-way IF draw (if I survived), but NO, DICKIEpoor has to ORDER Osuch to use DIAS.

CON-GM: Lemme guess, you're an Osuch clone.

CON-FREE GIFT: I don't get it.

CON-GM: I found someone with a typer like yours. Olympia, right? ((Yes)) You deal in games still? How much will you pay for a DUNE? ((I just SOLD a DUNE))

NANOOK-DEL MONTE: I hear John Cleese is helping in "The Great Muppet Caper". What do you think of that?

ELYSEE PALACE-GM: What a perfect game! Ig Lew fell victim of a Crud-Bloodsucker alliance! What a laugh on Nanook!

GM-EP: Things in Maryland do not appear to be clear in Oklahoma.  
 PARIS: I agree! I am now allied with Mark Lew against Luscious! Uh,  
 what country are you playing, Mark?  
 BOARD-FLUSHING: F Bla-Rum? Ho Ho Ho Ho Ho.  
 MARTIN CLONE - MARTIN CLONE: What's going on?  
 IRK-NANOOK: So you want BENZENE to be in my zine, huh? Are you trying  
 to tell me you want to do a below-par-zine, or that I should  
 torch DIPS0 before it gets started...  
 ENG-RUSSIA: I don't have to attack you to get revenge for MANIACAL.  
 I can just sit back and watch everyone else do it for me.  
 LON-BER & PAR: The one that supports me into Bel will be my friend for  
 life.  
 MPLS-LON: And may your medfly be a good one!  
 REMAGEN-SEDAN: You said it!  
 BER-LON: Neutral, huh? Well if you can't make up your mind on who to  
 move against - I'll help you decide.  
 BER-CON: I thought they outlawed Perlmutter clones. I also thought they  
 outlawed Jackass clones until Dick Martin shows up.  
 GM: ADDRESS CHANGE - DICK MARTIN now resides at 6103 Breezewood Court,  
 Apt. 202, Greenbelt, MD 20770, phone 301-474-5665. I reserve the  
 right to call any player who doesn't send in any orders, but the  
 calls are on my terms, and you NMR if I can't reach you (like  
 Dave G. did this time). Remember, Winter and just-in-case Spring  
 orders by September 5.

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ZINE DIRECTORY #3....Mike Mills is almost ready to publish the latest  
 version of his ZINE DIRECTORY as mentioned in THE GENERAL's INFILTRATORS  
 REPORT. This lists every known zine in the US, Canada, and Europe  
 (although local zines don't usually make it), along with publisher,  
 rates, size, contents, games run, etc. (there is one exception, but I  
 won't go into that). Stay tuned to this zine for further reports.

Rumor has it that PEEK has folded. Say it isn't so....

Now for a few micro-mini reviews of games.....THE GUNS OF AUGUST:  
 Not much more than DIPLOMACY with hexes....DAWN OF THE DEAD: Should  
 be renamed THE ALIENS WIN....DRAGONSLAYER: Haven't seen it....(the game,  
 that is)....STRAT-O-MATIC BASEBALL: One of the best....SPORTS ILLUSTRATED  
 MAJOR LEAGUE BASEBALL: ALMOST as good, and includes pitchers' endurance....  
 BOWL BOUND: Not enough teams, nor are there any individuals....FREEDOM  
 IN THE GALAXY, CONQUISTADOR, PANZERGRUPPE GUDERIAN, FREDERICK THE GREAT,  
 and PANZER ARMEE AFRIKA: Bought from SPI by Avalon Hill - Back Those  
 Mapboards, AH!....DIPLOMACY: Good if you can get wooden blocks....GLOBAL  
 WAR: Contains some 5-strength Fort counters, plus a new rule which says  
 the maximum Fort strength per hex is 2....FORTRESS EUROPA: Suffers from  
 the STALINGRAD syndrome - one side has to sit and defend the entire game....  
 WORLD WAR 3: Waiting for the new version (as well as the new GLOBAL WAR)....  
 INVASION: AMERICA: Needs some more counters....OBJECTIVE: MOSCOW: Needs  
 counters which denote which air unit belongs to which base....

How about some mini-micro reviews of 'zines? LIFE OF MONTY: You tell  
 me....ENVOY: Beginning to put too much emphasis on games.(i.e. it's  
 turning 100% warehouse)....DOGS OF WAR: For 100% game gans....RETALIATION:  
 Love that press....BRUTUS BULLETIN & VOICE OF DOOM: Long letters (some-  
 times boring)....EUROPA EXPRESS: Short letters (much better letter  
 column than BB or VOD)....JIHAD!: Reminds me of a 1980s ENVOY....THE  
 BROADSIDE: Haven't seen a new issue....PARANOLIA'S MONTHLY: Hand me the  
 Byrne Myopic Glass!....VOLKERWANDERUNG: Folding....THE SHOGUN'S SWORD:  
 What do you expect from the ESM?....GRAUSTARK: Despite what Gary Cough-  
 drop said, I have never been a subscriber!!

WHAT?? I've got a page LEFT OVER?? I'll briefly go over the rules for KILLER DILLER....Once all of the players that are going to begin the game have signed up, the players' starting locations are determined by where said players actually live (e.g. I would start in Greenbrae, just north of San Francisco), and each player receives a number of action chits (as in SPIES!). Among the chits are weapons of various sorts, dandy disguises, well-paid informants, and some other goodies. You never actually know who's in the game, nor where anyone has travelled to (some of the chits are modes of transportation - plane fares, cars, etc.) since the beginning. As a matter of fact, you are only after one person at a time, while a different person has you as a target. As the game comes down to its final two participants, who have each other as a target, it becomes harder to find the targets safely. When two participants survive and the others don't, it'll be a test of fast drawing power and stealth to see who winds up with the 'ZINE CREDIT JACKPOT, which starts with \$2 today and goes up \$1 with every issue, even though KILLER DILLER won't begin yet....whoever survives ends up with the whole thing, which is good for ANY 'ZINE (from A as in ARDA to Z as in ZIMAVIA) (professional magazines excluded, of course).

NOW WHAT? Extra space, huh? Well, how about a hobby flashback? I seem to remember the August 1980 issue of ENVOY in which Roy Henricks commented on Jerry Jones's proposed Player Board and Kathy Byrne said, "If publishers can stick together, why not us?" In the year since this was printed, I don't seem to remember the Player Board ever materializing. In my original house rules (issue #2, rule 7), I stated that "I may be a GM, but I'm also a player, and will respect any decisions made by that board, even if (heaven forbid) they're made against me or this 'zine." Anybody out there listening? So what happened? What was the result? Not enough enthusiasm? Nobody cared? That's hard to believe. Not enough people knew about this idea? How about a reprint? True, it's 12 months later, but I think the idea's worth trying again. Any responses? Any comments? Any gripes? Any questions? Any answers? Any rage, any bones, any bottles today?

KEEP GOING? In order to fit the player cards into the MAJOR LEAGUE BASEBALL box, you need 27 rubber bands.....my AREA rating is now 987-BEC, having won 1 game (as the Russians in SQUAD LEADER scenario 1) and lost 5 (one as the Russians in CROSS OF IRON Scenario 13, one in a hidden-movement CROSS OF IRON game which I might have won had it not been for a "6" (that "6" was the only roll which would not destroy a tank and some infantry plus a leader - the tank later destroyed one of mine, for about 400 points difference), two in games of RUSSIAN CAMPAIGN, and DIPLOMACY 80KX (well, I haven't exactly lost that one yet)). Don't let anyone tell you there's no such thing as a DIPLOMACY game for blood. I was in an AREA game, and it wasn't exactly fun. (As long as my rating stays above 900, I won't complain, since that's what I almost declared as my initial rating)....MONTY PYTHON'S FLYING CIRCUS has been off the air for over 7 months, and I'm still in shock. Only their latest album (the CONTRACTUAL AGREEMENT), along with a dose of BBC and Thames shows (especially Bernard Cribbins and his poems). I'm so withdrawn that even GOOD NEIGHBORS and BUTTERFLIES look good. And DAVE ALLEN isn't too bad (for an Irishman, that is....for an Englishman, too, for that matter), if you listen closely enough. I've been through RIPPING YARNS and FAWLTY TOWERS and MORE RIPPING YARNS and more FAWLTY TOWERS, but it's just not the same without the immortal words, "And now for something completely different."

The DIP BOWL semi-finals will appear in the next LIFE OF MONTY and the one after that, with the December issue having the WORLD CHAMPIONSHIP. Who's going to make it? The Canadians? (They're on strike) - The Southern Californians? (They've got Jane Proskin and Champ Ron Brown) Maybe the ESM or the Michalski gang....until then, read those 'zines.

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FIRST CLASS